
G.I. HERO

THE STORY

The game is set in a politically sensitive country. Your mission is to retrieve the peace documents that have been stolen by a spy. If you are captured, all knowledge of your existence will be disclaimed.

The flight to the country in question will only take a few hours — just enough time to prepare yourself mentally for the task ahead.

Equipment for your mission has already been loaded into the light aircraft you will be flying in. To your surprise you find you have a companion — a dog called Killer.

As you approach the landing zone you are informed by the pilot that there are problems with the engines and you will have to jump now. As you make your descent, Killer becomes nervous and manages to slip free from your grasp. You make a heavy landing in the trees. Some equipment has been damaged and seems to malfunction, although not all the time. Killer is nowhere to be seen. Your first task is to find him.

PLAYING THE GAME

To move your man around the playing area, use the left and right movement controls.

Access to menu system is gained by facing your man forward and pressing fire.

Each menu can be used in the following way:

Move the gun sight over the menu you wish to use and press fire. Then, move over the option and press fire again. To leave the menu system move the gun sight away from all the menus and press fire.

To move into another part of the terrain, walk your character off the screen to the left or right. To move him to another screen, face him away and use the up movement control. To make him fire his gun, press the up or down control and then press fire.

If you fire from a crouched position, and the enemy fire at you from a shoulder position, their bullets will pass over you without harm.

The game must be completed in order and the satellite messages will help with this.

CONTROLS

Left.....O
Right.....P
Up.....Q
Down.....A
Fire.....SPACE
You can use a joystick in port 2 on the Commodore version

HINTS

Try to conserve energy by cutting down the use of the following;
Message decoder, homing beacon direction finder and torch.

Find and use Killer the dog to help with movement around the map. A helicopter base will put an end to your mission if not destroyed.
Use wirecutters to enter the enemy base.

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